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**MARNING** Before playing this game, read the Xbox One<sup>™</sup> system, and accessory manuals for important safety and health information. www.xbox.com/support.

#### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

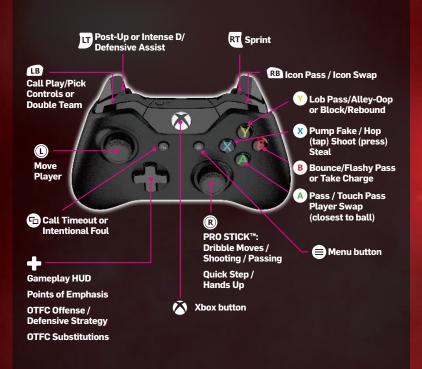


Product Support: http://support.2k.com

Please note that NBA 2K17 online features are scheduled to be available until

December 31, 2018 though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.nba2k.com/status for more information.

# **GAME CONTROLS**XBOX ONE WIRELESS CONTROLLER



## **XBOX ONE WIRELESS CONTROLLER**

Basic Offense	Control	Basic Defense
Move Player	0	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	®	Quick Step / Hands Up
Post-Up	<u>u</u>	Intense D / Defensive Assist
Sprint	RT	Sprint
Call Play / Pick Controls	ß	Double Team
Icon Pass	RB	Icon Swap
Pass / Touch Pass	A	Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap)	В	Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)	•	Steal (press) Intentional Foul (hold)
Lob Pass (tap), Alley-Oop (double tap)	•	Block / Rebound
Gamplay HUD	ô	Gameplay HUD
Offensive Game Plan	<b>&gt;</b>	Defensive Game Plan
OTFC Offense Strategy	(C)	OTFC Defensive Sets
OTFC Substitutions	Q	OTFC Substitutions

## **ADVANCED OFFENSE**

Action	Input
Positional Playcall	Tap 🚯, tap desired teammate's player icon, choose play from menu
Pick Control	Press and hold 🗗 . Use 🖼 to choose Roll vs. Fade and 🖫 to choose pick side
Bounce Pass	Тар 🖲
Overhead/Lob Pass	Тар 🔮
Flashy Pass	Double-tap ®
Alley-Oop	Double-tap 🕚
Dribble Pitch/Handoff	Press and hold <b>1</b> to bring the selected teammate to the ball, wait for him to get into handoff range or release <b>1</b> to force the pass early
Lead to Basket Pass	Press and hold • to force the selected teammate to make a basket cut, wait for him to get in range or release • to force the pass early
Fake Pass	
Give & Go	Press and hold @ to retain control of passer, release @ to pass the ball back to him
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold ❖
PRO STICK™ Pass	RB + ®
Call Timeout	View button

## **ADVANCED DEFENSE**

Action	Input
Move	<b>©</b>
Fast Shuffle	<b>□</b> + <b>□</b> + <b>□</b>
Steal	Тар 🥸
Block	
Rebound	○ (ball in air)
Take Charge	<b>B</b>
Flop	Double-tap <sup>3</sup>
Crowd Dribbler	Hold 😈
Hands Up	Hold ®
Deny Hands Out	Hold <sup>®</sup> (while playing offball defense)
Double Team	Hold 🕮
Icon Double Team	Tap 🚯, then press and hold desired double teamer's action button

## **PRO STICK™**

The PRO STICK™ gives you more control over your offensive arsenal than ever before.

## PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move and Hold ® in any direction (toward hoop for bank shot)
Pump Fake	Start a jump shot, then quickly release ©
Runner / Floater (driving mid-range)	Hold ® away from hoop
Hop Gather	Tap   while standing or driving (  determines direction of hop)
Spin Gather	👊 + Double tap 🕲 while standing or driving
Normal Layup (driving to hoop)	Hold <b>(a)</b> left, right, or toward hoop while driving ( <b>(a)</b> direction determines finish hand)
Euro Step Layup (driving to hoop)	Double tap 🔞
Reverse Layup (driving along baseline)	Hold ® toward baseline
2-Hand Dunks (driving to hoop)	<b>Ⅲ</b> + Hold <b>®</b> toward hoop
Dominant/Off-Hand Dunk (driving to hoop)	☐ + Hold   left or right to dunk with that hand
Flashy Dunks (driving to hoop)	আ + Hold <b>©</b> away from hoop
Mid-Air Change Shot	Start dunk/layup, @ any direction while in air
Step Through	Pump fake, then hold @ again before pump fake ends

## PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap   Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate ® then quickly return to neutral	Triple Threat
Triple Threat Stepback	₹ + Tap ® away from hoop	Triple Threat
Rhythm Dribble	Tap ® toward hoop	Dribbling
Hesitation (quick)	Tap ® toward ball hand	Dribbling
Hesitation (escape)	₹ + Tap ® toward ball hand	Dribbling
In and Out	Tap ® toward hoop	Dribbling
Crossover (front)	Tap ® toward off hand	Dribbling
Crossover (between legs)	Tap ® between off hand and player's back	Dribbling
Crossover (escape)	Tap ® toward off hand	Dribbling
Behind Back	Tap ® away from hoop	Dribbling
Spin	Rotate © from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate © in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	■ + Tap ® away from hoop	Dribbling

## POST MOVES (PRESS **TO POST UP**)

Action	Input
Post Movement	Hold <b>③</b>
Quick Spin	Rotate © to outside shoulder
Hook Drive	Rotate © to inside shoulder
Fakes	Tap ® in any direction but away from the hoop
Switch Dribble Hand	Tap ® away from hoop
Pickup Dribble	Tap ® toward hoop
Post Hop	Hold <b>®</b> to the left or right away from hoop, then tap <b>⊗</b>
Post Stepback	Hold <sup>®</sup> away from hoop, then tap <sup>®</sup>
Dropstep	Hold <b>®</b> to the left or right toward hoop, then tap <b>®</b>

## **POST SHOTS**

Action	Input
Post Hook (close range)	© toward hoop (with ® neutral)
Shimmy Hook	₹ + ® toward hoop (with ® neutral)
Post Fade (beyond close range)	left or right away from hoop
Step Through Layup	© toward hoop (while holding ⊚ toward hoop)
Shimmy Fade	Hold <b>u</b> then move <b>l</b> left or right away from hoop (with <b>l</b> neutral)
Pump Fake	Start a shot listed above then move ® to neutral
Up & Under / Step Through	Pump fake, then ® again before pump fake ends

## **DEFENSIVE CONTROLS**

Action	Input	Context
Move	0	Any
Fast Shuffle	<b>□</b> + <b>ℝ</b> + <b>□</b>	Any
Steal	Tap <b>⊗</b>	Any
Block	•	Any
Rebound	▼ (ball in air)	Any
Take Charge	В	Any
Flop	Double-tap ®	Onball Defense
Intense Defense	U	Onball Defense
Crowd Dribbler	Hold 💆	Onball Defense
Hands Up	Hold ®	Onball Defense
Deny Ball	Hold 😈	Offball Defense
Double Team	(B)	Any

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You hereby agree that if the terms of this Agreement are not specifically enforced. Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entered, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

#### TAXES AND EXPENSES

You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon lexclusive of taxes on Licensor's net income), irrespective of whether included in any invoices entity out at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

#### TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software domentation, Licensor's Firms of Service, and Licensor's Privacy Policy and all terms and conditions of the Firms of Service are hereby incorporated into this Agreement by this reference hese agreements represent the compared to the properties of the privacy and cleans, which were the tween you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Firms of Service, Agreement and the

#### MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

#### **GOVERNING LAW**

This Agreements hall be construed (without regard to conflicts or choice of law principles) under the laws of the State (New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, coverpt as governed by federal law Unless oppressly existed by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York (DSA), You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for signing of notices or otherwise as also by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

### IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

All other terms and conditions of the EULA apply to your use of the Software.

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#### NOTICE FOR AUSTRALIAN CONSUMERS

#### IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA.

#### THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods. Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

#### Email: http://support.2k.com/home

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.